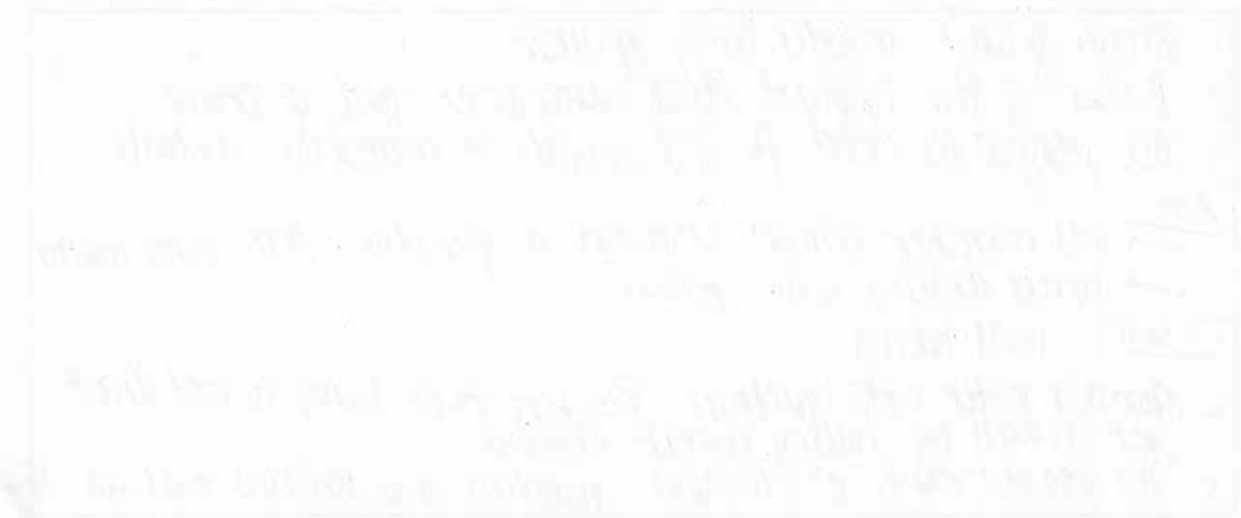
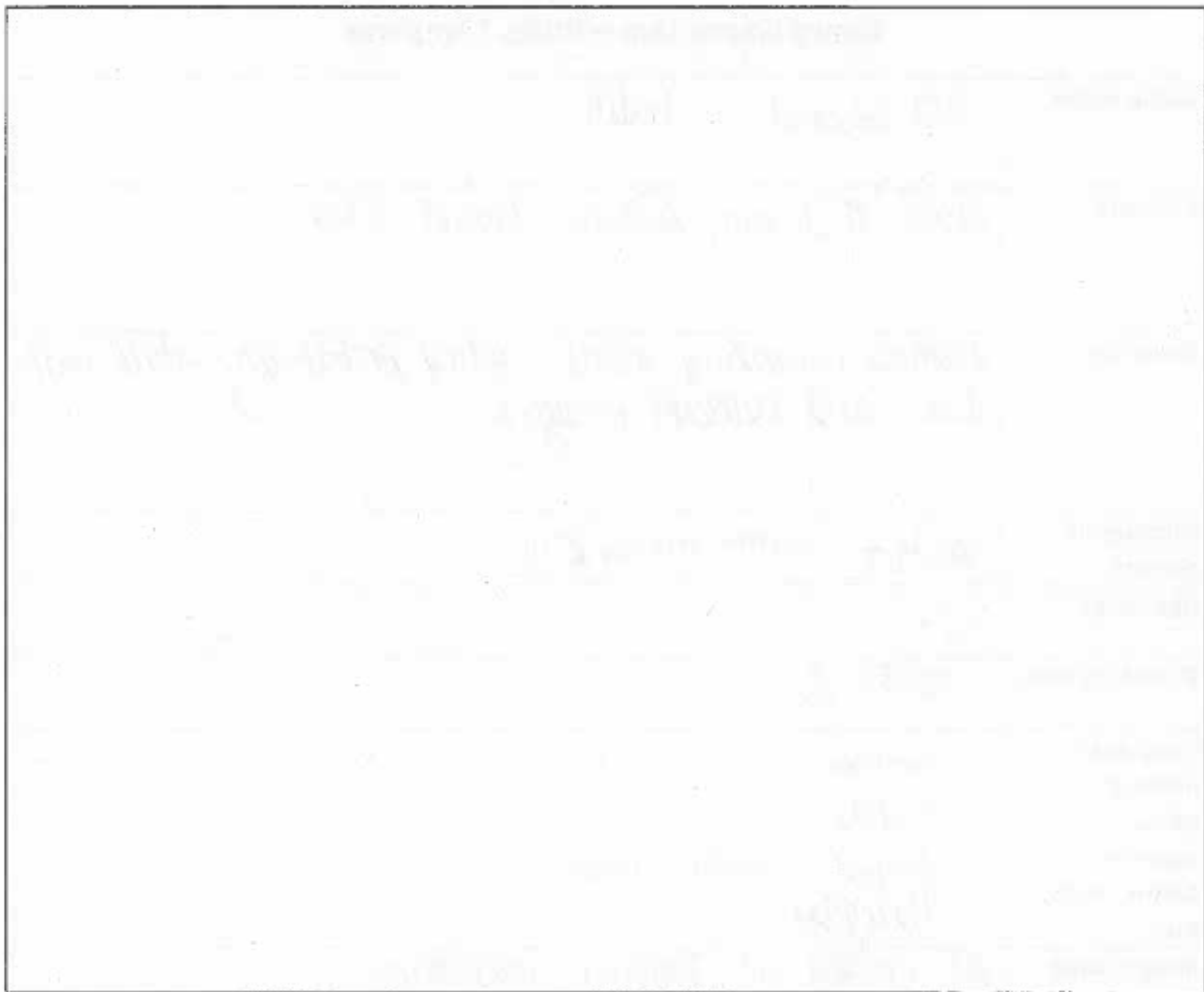


## Board Game Jam – Rules Template

Game name	30 seconds in India
Creators	Chloe, @Zhiyun, Antonia, Daniel, Zhen
Summary:	Memory + counting game using probability skills with dice and hidden images.
Number of players	4 (1 game master & 3)
Age range	12+
Duration(mins)	20
Resources needed (dice, counters, board, cards, etc.)	<ul style="list-style-type: none"> <li>- Spinner</li> <li>- Cards</li> <li>- Legally licensed images</li> <li>- Magnifying glass</li> </ul>
Images used (Image Name and Licence)	All images in Tasawir collection

### Rules

1. Decide game master using spinner
  2. Roller of the highest dice turns over card of choice
  3. All players see card for 30 seconds to memorise details
- AIM  
 → roll number which answers a question from game master  
 → correct answer wins token
- To win : most tokens
4. Game master asks question. Players take turns to roll die to get tokens by rolling correct answer.
  5. All players move on to next question once someone has won that round.



# BOARD GAME JAM

- Journey → 3 stages. 3 different things.
- Collecting things along the way
  - ↳ different optional routes?
- Setting :: Adventure? - enter into a story
  - India
  - Legend

End condition? - having the most tokens

Moving through 5 scenarios - 3x ~~card~~ challenges in each card

Show card briefly (30 secs)

3x questions / challenges → numerical answers

Aim = to roll that number.

When you get that number → win a token.

Most tokens at the end wins.

